

AMENDMENTS TO THE CLAIMS

1-6. (Canceled)

7. (Currently Amended) ~~The method of Claim 6,~~ A method, implemented in hardware, comprising:

receiving bytes of a message over a network connection;

determining whether a number of bytes of the message exceeds a predetermined threshold of bytes set for a message;

wherein if not, then writing the message only to a memory;

wherein if so, then writing the message to the memory and a non-volatile storage, including: writing a portion of the bytes up to the predetermined threshold to the memory; storing a remainder of the bytes onto the non-volatile storage; determining whether all bytes of the message have been received; wherein if not, then receiving additional bytes of the message over the network connection; writing the additional bytes onto the non-volatile storage; wherein if so, then proceeding to re-route the message; wherein if the number of bytes is less than the predetermined threshold and all bytes of the message have been received, then proceeding to re-route the message;

accessing the message;

sending the message to each destination;

determining whether the message was received successfully by each destination;

wherein if the message was received successfully by each destination, then removing the message from the memory and the non-volatile storage, if on the non-volatile storage; and indicating a successful receipt of the message;

wherein if the message was not receive successfully by each destination, then identifying all failed destinations; storing the message on the non-volatile storage; and indicating a successful receipt of the message.

8. (Original) The method of Claim 7, further including retrying the failed destinations after a delay.

9. (Original) The method of Claim 8, further including:
determining whether the message is successfully received by the failed destinations,
wherein if not, then returning to the step of retrying the failed destinations after a delay; and
wherein if so, then removing the message from the non-volatile storage.

10. (Original) The method of Claim 9, further including disabling the fast path message transfer agent if a predetermined condition exists.

11-16. (Canceled)

17. (Currently Amended) ~~The computer program product of Claim 16, further comprising:~~ A computer usable storage medium, implemented in hardware, having a computer readable program code embodied therein for providing a fast path message transfer agent, the computer readable program code comprising:

computer readable program code that receives bytes of a message over a network connection;

computer readable program code that determines if a number of bytes of the message exceeds a predetermined threshold of bytes set for a message; wherein if not, then writing the message only to a memory; wherein if so, then writing the message to the memory and a non-volatile storage;

computer readable program code that writes a portion of the bytes up to the predetermined threshold to the memory;

computer readable program code that stores a remainder of the bytes onto the non-volatile storage;

computer readable program code that determines if all bytes of the message have been received; wherein if not, then receiving additional bytes of the message over the network connection and writing the additional bytes onto the non-volatile storage; wherein if so, then proceeding to re-route the message;

computer readable program code that proceeds to re-route the message if the number of bytes is less than the predetermined threshold and all bytes of the message have been received;

computer readable program code that accesses the message;

computer readable program code that sends the message to each destination;

computer readable program code that determines if the message was received successfully by each destination;

computer readable program code that removes the message from the memory and the non-volatile storage, if on the non-volatile storage, and indicates a successful receipt of the message if the message was received successfully by each destination;

computer readable program code that identifies all failed destinations, stores the message on the non-volatile storage, and indicates a successful receipt of the message if the message was not receive successfully by each destination.

18. (Original) The computer program product of Claim 17, further comprising: computer readable program code that retries the failed destinations after a delay.

19. (Original) The computer program product of Claim 18, further comprising: computer readable program code that determines whether the message is successfully received by the failed destinations, wherein if not, then returning to the step of retrying the failed destinations after a delay, and wherein if so, then removing the message from the non-volatile storage.

20. (Original) The computer program product of Claim 19, further comprising:
computer readable program code that disables the fast path message transfer agent if a
predetermined condition exists.

21-27. (Canceled)